

week 41:	celebrate good times
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Now we have come to the end of the year, it is time to have fun and celebrate all the good times we have had at Cubs and to celebrate being kids!

This POP consists of games, games and more games – because it is an end of year programme, possibly you would have a party or something special to end off the year. There is no advancement, yarn, Kim's game, singing or playacting included here ... just games and a handcraft!

Games :

1. **Active:** Hopscotch

Draw a hopscotch board on the sidewalk with chalk and give each player a marker—a beanbag or rock works well. Each player, in turn, throws his/her marker on the board, starting in square one. He/she hops on one foot in each square to the end of the board, hopping over the square containing his/her marker, then turns and hops back, retrieving his/her marker. A player loses a turn if he/she steps on a line. The first to get his/her marker to 10 wins.

2. **Quiet:** Four-Square

Draw a large square (about two square metres) with chalk. Divide it into four equal squares and number them one to four; one Cub stands in each square. The Cub in square four bounces the ball once in his/her own square, then hits it to any other Cub. The ball must bounce once in his/her square, then he/she hits it to another Cub. If a Cub misses the ball or it lands out of bounds or fails to bounce in the square, he/she goes back to square one and the others rotate up a square. The Cub who spends the most time in square four is the champion. For a non-competitive option, see how long Cubs can keep the ball going.

3. **Active:** What Time is it, Mr. Wolf?

Determine which Cub will be Mr. Wolf. Mr. Wolf stands at one end of the playing area with his back turned to the Cubs. The Cubs stand in a line at the opposite end of the yard facing Mr. Wolf's back. Together, the Cubs loudly chant, "What time is it, Mr Wolf?" Mr. Wolf answers with different times, for example, "It's two o'clock!" The Cubs take a step for every hour that Mr. Wolf exclaims. For two o'clock, the Cubs take two steps toward Mr. Wolf's back. For eight o'clock, the Cubs take eight steps. The Cubs can determine whether they take small or large steps. As the Cubs take their steps, they repeat the chant asking again, "What time it is, Mr. Wolf?" He shouts out another time and the Cubs take the appropriate number of steps. Eventually, Mr. Wolf yells out, "lunchtime!" When this happens, Mr. Wolf turns around and chases the Cubs who have been approaching him. Any Cubs who are tagged must continue the game as "wolves." Any Cubs who run back to the starting line (without being tagged) get to continue playing. The new wolves join Mr. Wolf and also take part in the chase when "lunchtime" is called out. The last Cub to be tagged is the new Mr. Wolf. The game begins again.

4. **Quiet:** Grandmother's footsteps.

One Cub is Grandmother and stands with her back to everyone else that stands well back from her – between 15 and 20 feet. Everyone has to move closer to Grandmother when her head is turned.

When she turns around, anyone who she sees still moving has to go back to the beginning. The person who catches up with Grandmother and taps her on the shoulder is the winner. They then become Grandmother and the game begins again.

5. **Active:** Duck, duck, goose.

Get all the Cubs bar one to sit in a circle. The Cub left out walks around the outside of the circle, tapping on the head of each Cub as they pass them, and with each tap, calling out the name of an animal, - say cat. Then after a while, and without warning, they change the name of the animal (usually it's connected - in this case dog), and start running round the circle to get back round to the vacated spot. The 'dog' Cub has to get up as quickly as possible and try and catch the other Cub. If the first Cub can get back round the circle before being caught, they sit down, and the other Cub does the walking around (saying a different pair of animals). If not, the same Cub has to go again.

6. **Active:** Pirates' obstacle course.

Play outside or in a very large room or hall. Clear the space as much as possible. Then put some 'islands' on the floor, so that the Cubs follow some kind of natural course (or number them). You can use cushions, mats, and rows of chairs, - anything like that. The Cubs have to go around the room, without touching the floor (or falling in the river), by jumping from island to island. You'll obviously need to test this one out beforehand, and may need to tweak things according to the size of the Cubs each time. Whoever falls into the river the least number of times is the winner.

7. **Quiet:** Eat the jelly.

Make individual bowls of jelly with an animal inside. Then make each Cub put their hands behind their backs, and get the animal out of the jelly. The first one to produce their animal is the winner. Best left to the end of the party.

8. **Team:** Food on a string.

Put loads of cereal hoops (or whatever you like) on two long pieces of string. Either get adults to hold them up, or suspend them somehow. Divide the Cubs into two teams. With their hands behind their backs, they've got to eat all the cereal hoops. The first team to finish is the winner.

9. **Quiet:** Pin the tail on the donkey.

Get a large piece of card, draw a donkey on it (preferably a rather silly looking one) and make a tail. Blindfold each Cub and get them to attach the tail (by means of Prestik). There are all sorts of variations on this: pin the eye on the alien; pin the horn on a unicorn; pin the wand on the wizard etc.

10. **Active:** Follow my leader.

Get the Cubs to follow a leader (maybe start with an adult to get the ball rolling). The Cubs have to follow whatever the leader does as they move around. Suggestions: hopping, hands on head, jumping, running, skipping, silly walks, turning round, waving arms, being an animal, being a posh person, etc.

Handcraft:

MAKE A PIÑATA! *(This should be done before the programme is run!)*

2 cups flour
3 cups water
1 balloon
Newspaper strips
Paint, crayons, or markers
Tissue paper (optional)
Colored crepe paper & String

Blow up a large balloon and tie the end securely. Mix flour and water together until it makes a smooth paste. Cut newspaper into long 1 inch thick strips and dip into the flour and water mixture, creating Paper Maché strips. Carefully place the strips of newspaper on the balloon in a single layer, patting the paper smooth until the balloon is covered, leaving only a hole at the top large enough for candy. Set aside and allow the balloon to dry completely overnight. Place another layer of newspaper strips dipped in the mixture over the balloon and let that dry. Repeat with yet one more layer, making sure you leave the hole at the top. When completely dry, pop the balloon, and remove any balloon bits that remain. Use wadded paper, lightweight wire shapes or smaller Paper Maché covered balloons to create noses, ears, arms, legs or other details to make your piñata into the shape you want. Paint your piñata, or cover it with layers of bright tissue paper in colors. If desired, hang colored crepe paper from the sides and bottom. Punch 2 small holes in the top near the opening and string a large piece of string through the two holes. Fill your piñata (through the hole you left at the top) with sweets. Mix the sweets with strips of newspaper or small wads of tissue paper to keep the sweets spread throughout the piñata. Tie your completed piñata in the air with the string and have fun!

TIP: Those who know how to make a piñata have learned not to make the Paper Mache layers too thick or the piñata will be nearly impossible to break!

Paper Bag Piñata *(Cubs can make themselves)*

This is a very simple version of a Piñata making it a suitable craft to do with large groups of Cubs. It's much less messy than the Paper Maché version.

Materials:

- Paper bag
- Newspaper
- Candy or other treats
- Different colors of tissue paper
- Scissors
- Glue, Hole punch & String



Put sweets into the paper bag... Scrunch up a piece of newspaper and put it in the bag. Repeat until the bag is full, with the newspaper- about 2cm below the top of the bag (you need the inch so you can close the bag later). Cut strips of tissue paper 3 to 6 cm wide and long enough to wrap around the bag (the wider you cut the strips, the quicker the craft will go). Fringe the strips by using your scissors to cut about 1/2 way up each strip, 1 to 4 cm apart. Glue the strips around the bag, starting at the BOTTOM -- only glue the uncut part, don't get any glue on the fringes. When you glue on the second strip, overlap it so it comes about to where you cut the fringe. Repeat until you've covered the entire bag --again leaving about 1 inch free at the top. Punch holes all the way around the top of the bag. Lace a piece of string or yarn around the holes and pull tight (You may need to pull out a bit of the newspaper or add a bit extra at this point). Tie in a loop so you can hang it. Cut 4 or 5 long strips of tissue paper and glue them to the bottom of the bag as streamers. When all the Cubs have made their piñatas, let them whack their bag with a stick until their sweets fall out.

TIPS: Be very careful that Cubs don't hit each other... You can use skipping ropes, to rope off a small circle inside a large circle. The stick (and whoever is using it) stays inside the small circle. When the Cub is done using it, they have to put the stick down inside the small circle before they go back to the audience. The audience stays outside the large circle.

Adapted from: dltk-Cubs.com